1.Mapping of Individual Performance

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Game Development	Game Logic & Manager	UI & Navigation	Card & Matching Logic	Assets & Content
Requirements Doc	Product Vision/ Goals,	Personas, Quantity Structure	User Stories, Use Cases, Use case diagram	Dictionary/Glossary
Architecture Doc	Functional /Non Functional Reqs, Prioritization	Design principles, interfaces, Design alternatives	System Architecture, Interaction Modelling, decomposition	Cross cutting concerns, style guide
Test Doc	Test protocol	Test planning, Review	Test Specification like test cases	Improvement Suggestions
Acceptance Doc	SUT description	Submission of Acceptance report	BZA Provision for acceptance	
Project Doc	Lesson Learned	Project Approach/ Lesson Learned	Lesson Learned	Lesson Learned
User Doc		Troubleshooting, Purpose, scope	System Requirement and installation	User Review